

**George Yang**  
Georgeyang94@gmail.com  
[www.georgeyyang.com](http://www.georgeyyang.com)

## **GAMES EXPERIENCE**

### **Digital Trends**

#### **Contributing Writer**

**Freelance/Remote**

May 2022–Present

- Write video game news roundups, reviews, interviews, and opinions for an audience of over 25 million monthly visitors
- Collaborate with editors and writers at Digital Trends to cover livestreams and presentations in the video game industry

### **IGN Entertainment**

#### **News Writer**

**Freelance/Remote**

October 2021–Present

- Write and turn around news stories about the video game industry in a timely manner, averaging one or two posts daily for 288 million monthly users around the world across 35 platforms and 100 countries
- Collaborate with editors and writers at IGN to cover livestreams and presentations in the video game industry

### **GameSpot**

#### **News Writer**

**Freelance/Remote**

May 2021–Present

- Write and turn around news stories about the video game industry in a timely manner, averaging one or two posts daily for more than one million daily visitors
- Collaborate with editors and writers at GameSpot to cover livestreams and presentations in the video game industry

### **Crunchyroll (prev. Funimation)**

#### **Editorial Contributor**

**Freelance/Remote**

March 2021–Present

- Cover the anime industry with news posts, with a particular focus on Japanese games and Japanese role-playing games, such as [Tokyo Game Show](#)
- Pitch features and opinions to Funimation's editorial lead to cover the breadth of topics related to the industry, such as "[The Best Anime for Fans](#)" and [series explainers](#)
- Funimation and Crunchyroll merged in March 2022

### **Freelance Writer**

#### **Self-Employed**

**Freelance/Remote**

May 2019–Present

- Pitch and write interviews/features for various websites, at places such as Polygon, Kotaku, CNN, IGN, NPR, USA Today, The Verge, The Washington Post, Inverse, and more
- Review new releases while abiding by embargoes and deadlines set by publishers and public relations
- Create walkthroughs and guides for various video games
- Appear on podcasts, videos, and streams to discuss various topics in the video game industry as well as bring a fun but also insightful perspective to conversations

### **The Escapist**

#### **News Writer**

**Freelance/Remote**

April 2020 –December 2021

- Wrote and turn around news stories about the video game industry in a timely manner
- Pitched feature and interview ideas for The Escapist, such as [Creating the Soundscapes of Ghost of Tsushima with Its Audio Director & Composers](#)
- Took on largely the same responsibilities as with Only Single Player and attended conventions such as PAX

### **Only Single Player**

#### **News Writer**

**Freelance/Remote**

May 2019–April 2020

- Wrote one to two news stories daily about the video game industry, finding creative angles that bigger sites may not cover
- Pitched ideas on Only Single Player feature columns, such as Week in Review and Single Player Appreciation
- Contributed to reviews, previews, interviews, and opinions for the website
- Attended industry events such as PAX to write previews of games and interview developers
- Only Single Player ceased operations in April 2020

## **EDUCATION**

### **The Ohio State University, Fisher College of Business**

**Columbus, OH**

- BS in Business Administration, **Specializations:** Marketing & Logistics, **GPA:** 3.62

August 2012–May 2016